Reflection Assignment DG-290 Creative Programming

After challenge 1 | Pleun Heeres s135528

"The main environment used is Processing and different platforms such as Android and Arduino. This assignment will empower the students to do computer programming, but always with a creative and design-oriented focus. It belongs to the competency area: Integrating Technology (being able to explore, prototype, create, and demonstrate innovative concepts and experiences using technology, as well as analysing the technical and economic feasibility of complex designs in which technology is integrated. Moreover, one needs to understand scientific writings and to be able to communicate with engineers and researchers of other disciplines)." (assignment description)

The last sentence is a one of the reasons why I chose this assignment. Before this assignment I was, in my opinion, not capable to communicate about programming as you should be. I had worked with Arduino and had some programming for my showcase. Though last semester I saw the results of fellow students that did the assignment Creative Programming and they were quite impressive. Also for the assignment Creative Apps, which I want to do next year, it was required to take this assignment. So in order to be on the level of other engineers and be capable to communicate about it, this assignment was needed. Also I was looking up to start with programming and saw this as a good opportunity to work on it.

I like the way of trying to make programming interesting by making it less abstract programming and making it more design-oriented. I realise that we are working with only a small part of the possibilities of processing. I have seen a lot of other applications than just art on internet. That is why I am looking forward to working on Challenge 2. Making programming more interactive will help me to gain more interest and see the opportunities of it. In my project we also used some Processing (controlling a LEDgrid matrix), this catches my interest more than making art.

Though, I liked Challenge 1. It is a good way to get to know processing. Also it forced me a little to keep myself up to date. Though it was fun to do, I found my result not satisfying. I didn't know good what to make, that's why I just started by making question marks different ways. Making them randomly, making shapes, using Bezier(), making use of the mouse() functions etc. This helped me find out what the different functions were and how to use them. I chose my random art question mark to deliver, because of its simplicity. It describes what processing sometimes is for me and what I find interesting about it. It is created by me, but still it has something nice due to the randomness of computing. I can make an endless amount of different within a few minutes and chose the one I like the most. Something which is not possible with for example painting art.

Why I am not satisfied with my end result? Well, I have seen so much nicer, more detailed and more complex art made with processing. I know this just comes with time and experience, but it is still a little frustrating that what I envision can't be there immediately. Keep on practising is probably the only option to get to this. But after all I can also see the beauty in my own programmed art. I will just

keep on practising and therefor comes the question if I could email an art piece later on that I am more proud of later on